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Bubble Trees - The Visualization Of (2000) (Correct)

areas. They provide a highly space-efficient world-view, but can suffer from information overload. based on hyperbolic geometry for visualizing large hierarchies, in Proceedings of CHI '95, ACM bubble, which aggregates detail by enclosing lower-level information. Navigation and information retrieval www.iis.ee.ic.ac.uk/~rick/research/pubs/bubbletree-chi2000.pdf

Tree visualization with Tree-maps: A 2-d space-filling approach - Shneiderman (1991) (Correct) (25 citations) sought to provide human visualization aids for viewing large tree structures. Tree-maps are a to provide human visualization aids for viewing large tree structures. Tree-maps are a representation disk as viewed from the perspective of a multiple level directory of subdirectories and files, as in ftp.cs.umd.edu/pub/papers/papers/ncstrl.umcp/CS-TR-2645/CS-TR-2645.ps.Z

Strategic behaviour-based reasoning with - Dynamic Partial Information (Correct)

vision is limited by both an angular field of view and also distance from objects. This means, for the standard problem of managing the interaction of large numbers of behaviours. An important extension to the agent with the capability to reason about strategy, but also require non-local information about www.isi.edu/~scerri/cavedon.ps.gz

Stretching the Rubber Sheet: A Metaphor for Viewing.. - Sarkar, Snibbe.. (1993) (Correct) (26 citations) Stretching the Rubber Sheet: A Metaphor for Viewing Large Layouts on Small Screens Manojit Sarkar, Stretching the Rubber Sheet: A Metaphor for Viewing Large Layouts on Small Screens Manojit Sarkar, Scott of the application significantly. One common strategy to show detail and context in layouts uses two wilma.cs.brown.edu/research/graphics/research/pub/papers/uist93-sss.ps

Evaluating Strategies for Similarity Search on the Web - Haveliwala, Gionis, Klein.. (2002) (Correct) document representation strategy. In particular, we view manually constructed directories such as Yahoo! by user studies is expensive, especially when large strategy spaces must be searched (e.g.when user studies is expensive, especially when large strategy spaces must be searched (e.g.when tuning www-db.stanford.edu/~taherh/papers/sim-search.ps

Interacting with Huge Hierarchies: Beyond Cone Trees - Jeromy Carriere (1995) (Correct) (2 citations) been implemented which attempt to allow a user to view large hierarchies, centered around the use of a system called fsviz which visualizes arbitrarily large hierarchies while retaining user control. This is 1000 nodes, primarily due to a prohibitive level of visual clutter. In [6] the authors state ftp.cgl.uwaterloo.ca/pub/users/rnkazman/fsviz.ps.Z

Learning Under Minimal Information: An Experiment on Mutual.. - Mitropoulos (Correct)

win-stay lose-change. The data rather support the view that subjects search by using patterns. Keywords: al. 1996) find that in a coordination game with a large strategy space fictitious play does a better job notice that in a game involving a unique mixed-strategy equilibrium subjects are showing much more www.uni-magdeburg.de/vwl3/papers/mutual_fate_control.pdf

A Metalevel Coordination Strategy for Reactive Cooperative.. - Ei-Ichi Osawa (1995) (Correct) (5 citations) notion of incomplete information by restricting the view and communication range 2 of each agent. This the performance of problem solvers, is relatively large, reactive planning that interleaves the plan A Metalevel Coordination Strategy for Reactive Cooperative Planning Ei-Ichi ftp.csl.sony.co.jp/CSL/CSL-Papers/95/SCSL-TR-95-019.ps.gz

Adding Uncertainty to Hypertext Models of Software Systems - Ziv, Richardson (Correct)

[HM94]Similarly, software development may be viewed as creation (i.e.synthesis)evolution, and benefits for visualization and navigation of large software systems, as follows: Hypertext systems

ignored. This approach is part of an overarching **strategy** for modeling software uncertainties, based on www.ics.uci.edu/~ziv/papers/hypertext97.ps

Scalable Backoff Language Models - Seymore, Rosenfeld (1996) (Correct) (16 citations)

Laboratory under Grant No. N00014-93-1-2005. The **views** and conclusions contained in this document are a trigram backoff language model is created from a **large** body of text, trigrams and bigrams that occur few removed from the model. The trigrams cut out at **level (cutoff1)** were the first ones encountered in an www.cs.cmu.edu/afs/cs/user/kseymore/html/papers/ICSLP_scalelms.ps.gz

Artificial Intelligence Based Modeling of Musical Instruments - Charef, Ifeachor (1999) (Correct)

have been developed. The user can adjust the noise **level, cutoff** frequency of low-pass filter, and time developed. The user can adjust the noise **level, cutoff** frequency of low-pass filter, and time constants echo.gaps.ssr.upm.es/costg6/bibliography/proceedings/charef.pdf

End User Controlled Visualization of Large Graphs - Henry, Hudson (Correct)

This paper presents a novel methodology for **viewing large** graphs, which allows, the user to End User Controlled **Visualization** of Large Graphs Tyson R. Henry Department of Computer 3 Composition of Graph Layout Algorithms The **strategy** of composing graph layout algorithms is to use a ftp.cs.unm.edu/pub/tyson/layout.ps

A WWW interactive progressive local image transmission system - Liptay, Barron, Gargantini (1999) (Correct) (1 citation)

Local Image Transmission (IPLIT) system for **viewing large** images over the bandwidth-limited World Local Image Transmission (IPLIT) system for **viewing large** images over the bandwidth-limited World Wide **Web** U.Progressive Image Transmission using **Levels** of Detail and Regions of Interest"Proc. of www.csd.uwo.ca/faculty/barron/PAPERS/SPIEpaper.ps

- Learning The (1991) (Correct)

can be seen in motor movements. Ethologists also **view** other more general behaviors as essentially the process is critical or the time steps are too **large** (i.e.the time resolution is too coarse) successfully evades the predator, the reactive **strategy** receives a **large** summary payoff otherwise, the ftp.aic.nrl.navy.mil/pub/papers/1991/AIC-91-002.ps.Z

Automated Instructor Assistant for Ship Damage Control - Vadim Bulitko David (1999) (Correct) (1 citation)

explanation, advising, and critiquing. In a **large** exercise involving approximately 500 ship crises and explicit representation of domain and **strategy** knowledge layers allows for the output of the of solving damage control scenarios at the "expert" **level**. Its innovative blackboard architecture www.cs.ualberta.ca/~bulitko/pubs/iaai99.pdf

Characteristic Distributions in Multi--agent Systems - Stefan Johansson Department (Correct)
design objectives. From a game theoretic point of **view**, this process is a choice of strategies for work on meta-games (the game of selecting a **strategy** for a game) include (Binmore &Samuelson 1992 and "How can this result be used at the meta-level?To help us answer these questions we will use www.ipd.bth.se/~sja/publications/AAAISS01.pdf

Designing Progressive MultiAgent Negotiations - Lee (1999) (Correct)

of stages in any progressive negotiation with a **larger m** than that with a smaller m. For example, for and Kraus distinguish a social **level** and a **strategy level** in their model [Shehory and Kraus, 1996] and to process information at the right abstraction **level**. Moreover, it must provide these inherently www.labs.bt.com/projects/agents/publish/papers/lee-aaai99.ps

Flexible Strategy Learning: Analogical Replay of Problem Solving.. - Veloso (1994) (Correct) (12 citations)
(ARPA) under grant number F33615-93-1-1330. The **views** and conclusions contained in this document are PRODIGY/ANALOGY, accumulating and reusing a **large** case library in a complex problem solving In Proceedings of AAAI-94, pgs. 595-600 Flexible **Strategy** Learning: Analogical Replay of Problem Solving www.cs.cmu.edu/afs/cs/user/mmv/www/papers/book-leake.ps.gz

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